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Growing up on DEEP SPACE NINE

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Godlike figures of the Galaxy

Starfleet Tricorders: 2280's
Planetary scanning devices



ISSN 1364-3983





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THE UNITED FEDERATION
OF PLANETS

The Guide to the STAR TREK Galaxy

FILE 7

CARD 3E



THE UNITED FEDERATION
OF PLANETS

THE MUSIC OF EARTH IN THE 24th CENTURY

When humanity begins to explore the Galaxy, cultural exchanges with other races help to keep many of Earth's oldest musical traditions and instruments alive well into the 24th century.

The human race's contribution to the cultural diversity of the Galaxy is undeniable, and Earth's musical instruments and compositions are admired by other races throughout the four quadrants.

Blowing his own horn

Despite the post-19th-century popularity of music made entirely on electronic equipment, many of Earth's ancient acoustic instruments and oldest musical styles are still enjoyed well into the 24th century. **Commander William Riker**, for example, blows a mean jazz trombone, although he spends some 10 years trying to master the solo in the composition '**Night Bird**', with only limited success.

In contrast, the **U.S.S. Voyager NCC-74656's** **Harry Kim** generally prefers to play classical music rather than jazz on his chosen instrument, the clarinet. The young ensign is quite the musical prodigy, having been picked to play with Earth's Juilliard Youth Symphony during his childhood. In 2372, Kim willingly forfeits a week's worth of **replicator** rations so that he can replicate himself a new clarinet and stay in practice while stranded in the **Delta Quadrant**. He sometimes plays the instrument at diplomatic functions and social gatherings held aboard *Voyager*.

Musical performances are something of a tradition aboard starships operating far from Earth. In 2269, for example, the followers of cult guru **Dr. Sevrin** are

allowed to stage a spontaneous jam session in the **U.S.S. Enterprise NCC-1701's** recreation area. **Mr Spock** even joins in on his own 'axe', the **Vulcan lyre**, helping to make the 'gig' "really sound." One of the carefree musicians, **Adam**, plays a pleasant folk-pop ditty on a 23rd-century variation of the electric guitar, while his female companion is something of a virtuosa on a spoked, wheel-like instrument that perfectly complements the tone of Spock's lyre.

Classical concerts

Years later, members of the **U.S.S. Enterprise NCC-1701-D** crew get to enjoy less impromptu classical music recitals, usually staged in the ship's **Ten-Forward** lounge. **Lt. Commander Data, Alyssa**



► **Classical**
The classical music of Earth is still performed in the 24th century.



► **Operatic**
The Doctor helps to keep Earth's grand operatic tradition alive.

Ogawa, Ensign Chaney, and Lt. Jenna D'Sora are among the most accomplished performers on such traditional stringed instruments as the violin and the cello. As a young man, **Chief Miles O'Brien** even abandoned a promising career as a concert cellist to pursue his first love of engineering. **Enterprise captain Jean-**

Luc Picard is also a keen music lover. He regularly listens to recordings of works by Berlioz and Mozart, learns the intricacies of the **Ressikan flute**, and in 2369 plays a number of romantic duets with the scientist and accomplished pianist **Neela Daren**. Picard's musical tastes are not entirely confined to the classical tradition, as he enjoys dancing to samba music in the privacy of his quarters, although he draws the line at the discordant sounds of the **Talarian** musical form **Alba Ra**, and has scant interest in such children's songs as '**The Laughing Vulcan and His Dog**'. In 2364, the captain uses an *Enterprise* **holodeck** to recreate the 24th-century **Café Des Artistes** in Paris, where diners are quietly serenaded by a musician playing a pronged instrument that appears to operate in much the same manner as the 20th-century Earth Theremin.

Holographic technology often helps to preserve

Distracting Data

'A British Tar'

In 2375, Data apparently malfunctions during a mission to the Ba'ku colony. Captain Picard and Worf set about trying to recapture their errant colleague; to keep the android distracted, they persuade him to join them in a rousing chorus of '**A British Tar**', from the Gilbert and Sullivan operetta '**H.M.S. Pinafore**'.



LCARS SUBFILE A1-10

H.M.S. PINAFORE ACT 1, SONG 10

**And his heart should glow
And his fist be ever ready
For a knockdown blow.**

GILBERT AND SULLIVAN

► *Data's keen interest in a light operetta written nearly 500 years before his creation suggests that the best of Earth's music may well live on forever.*

► **Dr. Beverly Crusher** programs the **U.S.S. ENTERPRISE NCC-1701-E's** computers with the lyrics for '**H.M.S. Pinafore**'.



Ensign Harry Kim keeps up his interest in the clarinet even while stranded in the Delta Quadrant. The young officer often leads a small ensemble playing standards and light classics.



THE UNITED FEDERATION
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The Guide to the STAR TREK Galaxy

FILE 7 CARD 3E



THE UNITED FEDERATION
OF PLANETS

GALAXY FACTS

The android Data can faithfully reproduce the musical styles of such giants as Grak-tay, Handel, Heifetz, and Menuhin.

Former Borg drone Seven of Nine has a beautiful singing voice, thanks to her subvocal processor, which facilitates a sonic interface with Borg transponders.

The common language of music helps to bridge the cultural gap between humans and other races.



Earth's varied musical traditions. On station **Deep Space Nine**, a holographic simulacrum of 20th-century Las Vegas lounge singer **Vic Fontaine** regularly entertains his 'customers' with the cream of American standards and show tunes, accompanied either by a small band or simply a lone piano. Similarly jazzy ensembles are also common to the **Dixon Hill**, **Chez Sandrine**, and **The Low Note** holoprograms enjoyed by various **Starfleet** officers; *Voyager's* **Tom Paris**, in particular, often pursues his obsession with such anachronistic cultural pleasures as 20th-century rock n' roll via the holodeck.

Beautiful music

In 2375, Vic Fontaine introduces **Odo** to the delights of the self-playing piano. The instrument's unique sound helps the chief of security to romance **Major Kira Nerys**, and the couple are soon making beautiful music together. The relaxed atmosphere of Fontaine's nightclub encourages **Captain Benjamin Sisko** to confidently deliver a show-stopping song, and **Klingon**, **Ferengi**, and **Trill** personnel have all shown a

marked enthusiasm for Vic's special brand of showmanship.

A fine pair of lungs

The human voice remains by far the simplest and purest of all Earth's instruments. **Lt. Uhura** has a particularly fine singing voice, and puts her talents to good use during a rescue mission to **Nimbus III** in 2287, when she enchants **Sybok**'s brainwashed followers with a rendition of the song 'The Moon's a Window to Heaven'.

'**Beyond Antares**' is another of the lieutenant's favourite love songs; she and Spock perform the tune to help lift their colleague **Kevin Thomas Riley** out of his depression in 2267, and in the following year the probe known as **Nomad** is temporarily distracted when Uhura hums the tune to herself on the *Enterprise* bridge.

Uhura's colleagues **James Kirk**, **Dr. Leonard McCoy**, and Spock are not in the same vocal class, but they nonetheless enjoy a relaxed campfire sing-song just prior to the **Nimbus III** mission. Chief Miles O'Brien is in an equally reflective mood when he joins his former commanding officer,



Jazz nights are occasionally held on the U.S.S. **ENTERPRISE** NCC-1701-D, with Commander Riker taking the lead on his chosen instrument.

Captain Benjamin Maxwell, for a melancholy rendition of the Earth folk song 'The Minstrel Boy' in 2367.

Voyager's **Emergency Medical Hologram** exemplifies the increasingly common coming together

of musical tradition and advanced technology. The **EMH** makes regular visits to the holodeck to perform operatic arias, such as 'O Soave Fanciulla' from Puccini's opera 'La Bohème, alongside holographic versions of

Maria Callas or Giuseppina Pentangeli; he instructs former Borg drone **Seven of Nine** on the finer points of singing; and in 2376, the **Doctor** introduces the **Qomar** race to the joys of opera, proving that good music is truly timeless.

THE VULCAN AND THE PUNK

Noise annoys

Not every musical style survives the test of time. When James Kirk and Spock travel back to the 20th century, the two Starfleet officers are clearly not familiar with the abrasive sound of Punk rock, despite the genre's revolutionary effect on popular music. Kirk simply calls it a "noise."



Traveling on a 20th-century bus in Earth's San Francisco, Mr. Spock uses a Vulcan nerve-pinch on a punk rocker who refuses to turn down the song "I Hate You."

Spock's actions win the approval of his captain and fellow bus passengers.

Music gives Captain Jean-Luc Picard a welcome respite from the pressures of starship command. In 2369, he enjoys playing a series of duets with Neela Daren.





The Guide to the STAR TREK Galaxy

FILE 18 APPENDIX CARD 2B



OTHER GROUPS
AND RACES

HISTORY OF THE MIRROR UNIVERSE

OTHER GROUPS
AND RACES

Part 2 After a century without contact, the doorway to the mirror universe is opened again, revealing that brutal changes have occurred in this alternate reality.

The savage and violent mirror universe is first encountered by Starfleet in 2267. Contact between the two universes is later declared off-limits to residents of both realities by their respective governments; however, little more than a century later, that ban breaks down into a chaotic series of incursions and counter-strikes that flit from universe to universe.

Accidental crossover

These crossovers begin in 2370, in the Bajor system near to space station Deep Space Nine. In the first instance, it is an accidental effect of traveling

through the **Bajoran wormhole** that catapults a **Runabout** crewed by Deep Space Nine officers Dr. Julian Bashir and Major Kira Nerys into the mirror universe, to a harsh alternate version of the station, still known as **Terok Nor**. This mining facility is an outpost of the **Alliance**, a coalition of **Klingon**, **Cardassian**, and Bajoran forces who have deposed the brutal **Terran Empire** of the 2260's. The actual circumstances of the empire's fall in the mirror universe are unclear, although it appears that the influence of the mirror **Spock** leads to a weakening of the Terran Empire and the rise of its

enemies. In the aftermath, the Alliance becomes just as vicious and barbarous as the empire it struck down.

Dangerous journey

Well aware of the possibility of interdimensional crossovers, the Alliance follows the late empire's edict to execute any travelers who arrive from its parallel, but for Bashir and Kira that death sentence is suspended by the **Intendant**, Terok Nor's



ruler and Kira's counterpart. The Intendant's leniency proves to be her undoing; Bashir and Kira escape, and encourage the mirror counterparts of **Miles O'Brien** (nicknamed 'Smiley'), a reluctant loner, and **Benjamin Sisko**, a ruthless pirate, to take up the Terran cause.

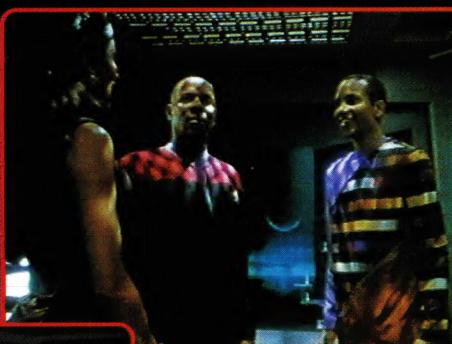
After Bashir and Kira return to their own dimension, the **Terran Rebellion** explodes into life under Sisko's command, with a ragtag

collection of freedom fighters assembling in a hidden base under the cover of the **Badlands' plasma storms**. These renegades include mirror alternates of Bashir, **Jadzia Dax**, and **Tuvok**. By 2371, however, Sisko's brash leadership puts him in danger, and, in a battle with **Cardassian Warships** from the Alliance fleet, he is killed. At this point, the rebellion's early victories look set to falter without their leader, and information

JAKE AND JENNIFER

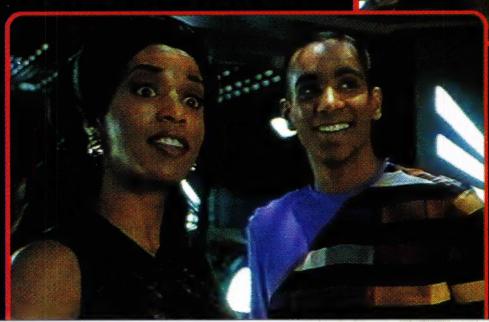
Reunited in the mirror universe

Jake Sisko's greatest surprise of 2372 comes in the form of Jennifer Sisko - the alternate version of the mother he lost during the Battle of Wolf 359 in 2367. The mirror Jennifer differs little from her deceased primary counterpart; she is intelligent, warm and likable. Jake has been eager to meet her ever since his father informed him of her existence - the elder Sisko encountered her in 2371 and convinced her to join the Rebels. Unfortunately, Jake's happiness does not last long - Jennifer sacrifices her life to save the young man when Intendant Kira attempts to shoot him as she escapes from **Terok Nor**.



▲ A meeting with the alternate Jennifer allows Jake a moment of happiness with his 'mother.'

◀ The mirror universe Jennifer Sisko sacrifices her own life to protect Jake Sisko, the son she never had.



▶ The mirror universe is populated by brutal versions of such Starfleet officers as Benjamin Sisko and Dr. Bashir.

▼ The Tuvok of the mirror universe never boards the U.S.S. VOYAGER NCC-74656, remaining in the Alpha Quadrant.



GALAXY FACTS

► 'Smiley' O'Brien makes use of a cylindrical handheld device to effect changes in the transporter that allow personnel to beam between the two universes.

► The mirror universe *Defiant* is surrounded by a docking scaffold during its construction at station *Terok Nor*. This is jettisoned when the ship is launched.

uncovered by 'Smiley' O'Brien indicates that the Alliance is poised to root out the Rebels through the use of a **transpectral sensor array** developed by Terran scientist **Jennifer Sisko**, who is collaborating with the Alliance. The mirror O'Brien recruits the primary universe's Benjamin Sisko to return with him to the mirror universe, in the hope that he can convince Jennifer to defect to the Rebellion and prevent the construction of the sensor array. Despite attempts by the Intendant and her second-in-command, the Cardassian **Elim Garak**, to capture and crush the Terran Rebels, Sisko plays the role of his barbarian counterpart well enough to lead a raid on *Terok Nor* and convince Jennifer Sisko to join the revolutionaries.

Leading the rebellion

After Sisko's return to the primary universe, 'Smiley' O'Brien takes over leadership of the Terran Rebellion, with Bashir acting as his right-hand man. The defection of Jennifer Sisko performs a twofold service for the



OTHER GROUPS AND RACES

The Guide to the STAR TREK Galaxy

FILE 18

APPENDIX 2B

HISTORY OF THE MIRROR UNIVERSE



OTHER GROUPS AND RACES

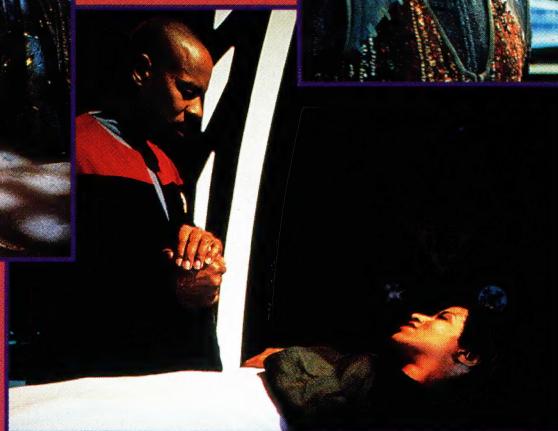
► 'Smiley' O'Brien is convinced that only the primary universe Benjamin Sisko can help prevent the construction of a devastating transpectral sensor array.



When *TEROK NOR* is lost to the Terran Rebels, Regent Worf punishes Garak. The Cardassian is chained around the neck and treated like a wild animal.



► Captain Sisko grieves for his wife again when the mirror Jennifer succumbs to her injuries.



Space Nine in the primary universe to lure **Jake Sisko** back with her, knowing that Benjamin Sisko will follow. When Sisko does just this, O'Brien reveals that he needs him to help prepare the *Defiant* for the coming battle; despite his anger over the exploitation of his son, the captain takes command of the warship. Sisko is successful in driving off the **Klingon Battle Cruisers**, but the Intendant uses the confusion of the conflict, and the help of the mirror **Nog**, to escape, fatally wounding Jennifer Sisko in the process.

On Sisko's return to *Terok Nor*, he and his son witness the death of Jennifer, but the rebirth of hope for the Terran people marks the turning of the tide against the Alliance. More ominously, the Intendant now bears quite a grudge against Sisko and the primary universe.

– information that enables the Rebels to lead an attack on the Bajoran space station and drive out the Alliance forces by 2372. By the middle of this year, the Terran Rebellion has taken complete control of the orbital facility, although it is unclear what influence they have on Bajor and its populace, who still appear to be a part of the **Klingon-Cardassian Alliance**. In the aftermath of the Rebel takeover of *Terok Nor*, the Intendant is imprisoned, while the Klingons assume the dominant position in the

Alliance. The ruler of the Alliance is **The Regent**, a mirror counterpart to **Worf**, aided by Garak, who escaped the rebel assault.

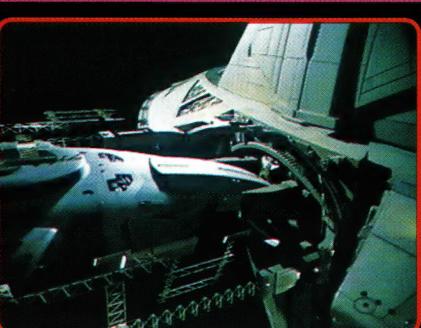
Rebel warship

Using the blueprints and technical readouts copied by 'Smiley', the Terran Rebels commence construction of a warship – the **Defiant**. The Regent, however, has already launched a fleet to the Bajor system and the mirror *Defiant* is unready. 'Smiley' therefore dispatches Jennifer Sisko to *Deep*

MIRROR DEFIANT

Ready for battle

The mirror universe *Defiant* is constructed by the rebels following the theft of the real vessel's plans by the alternate Miles O'Brien in 2371. In the following year, the incomplete starship undergoes a number of design revisions under the guidance of Captain Benjamin Sisko, and is successfully taken into battle against the Alliance fleet led by Regent Worf.



► 'Smiley' O'Brien pilots the hastily revised ship into battle, under Captain Sisko's command.



► The mirror universe version of the *DEFIANT* is docked at station *TEROK NOR*. It is virtually complete, but the rebels still need Sisko to help them overhaul the ship's structural integrity field grid.



OTHER GROUPS
AND RACES



OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18 APPENDIX CARD 2C

HISTORY OF THE MIRROR UNIVERSE

Part 3 In 2375, the turmoil in the mirror universe comes to a head when **Regent Worf** attempts to crush 'Smiley' O'Brien and his group of **Terran rebels** once and for all.

The dangerous, twisted environment of the **mirror universe** is a dark reflection of our own, where callous, alternate versions of prime universe personalities are caught up in savage conflict.

Rebel victory

By 2372, the mirror universe's '**Smiley' O'Brien**' and his group of **Terran Rebels** have scored a notable victory over their **Alliance** enemies by taking control of the strategically important station **Terok Nor**. The **Intendant**, **Kira Nerys**'s wicked counterpart, previously ran **Terok Nor** with an iron fist, but has now been forced into exile by the **Terran Rebellion**. This ignominious defeat only makes the Intendant even more determined to regain her position of power within the Alliance.

With the Intendant gone and **Terok Nor** safe, the Alliance falls back to a position of containment,

holding the Terran Rebels at bay, but unable to finish them off. At this time, the Intendant is a fugitive both from the Rebels, who want her to pay for her former tyranny over them, and the Alliance, who consider her a failure after losing **Terok Nor** to the insurrectionists.

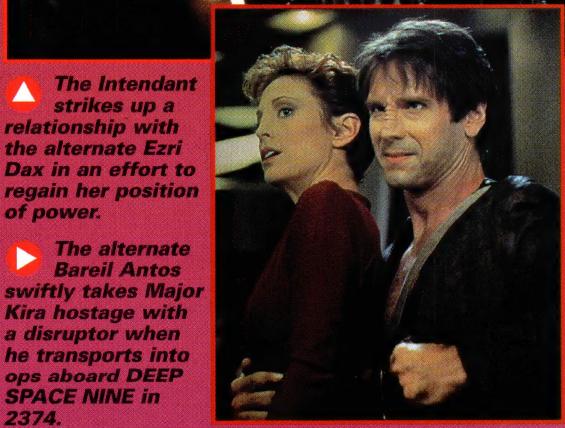
For the next two years, the Rebels continue to cement their hold on the **Bajor sector** and disrupt Alliance shipping. The Intendant hides in the shadows, biding her time; among her surviving contacts in the Alliance underworld are a pair of smugglers, the **Trill Ezri** and the **Ferengi Brunt**, alternate versions of **Starfleet** officer **Ezri Dax** and the **Ferengi Commerce Authority Liquidator** from the primary universe.

After careful planning and months of searching, the Intendant puts into motion a plot to not only place her in a powerful position, but also to gain revenge on her primary universe counterpart, Major

Kira. Having obtained the technology for the **multidimensional transport devices** that are used to journey between universes, the Intendant manages to locate the alternate version of **Bareil Antos**, who was a former lover of **Kira** and a religious leader in the primary universe, but is a mere petty thief in the Intendant's realm.

Resurrection

The mirror **Bareil** transports through the dimensional veil to the prime universe's **Deep Space Nine** and tries to take Major **Kira** hostage, but she disarms him and then refuses to press charges.



▲ The Intendant strikes up a relationship with the alternate Ezri Dax in an effort to regain her position of power.

► The alternate Bareil Antos swiftly takes Major Kira hostage with a disruptor when he transports into ops aboard DEEP SPACE NINE in 2374.

THIEF AT THE DINING TABLE

Stealing a warrior's blade

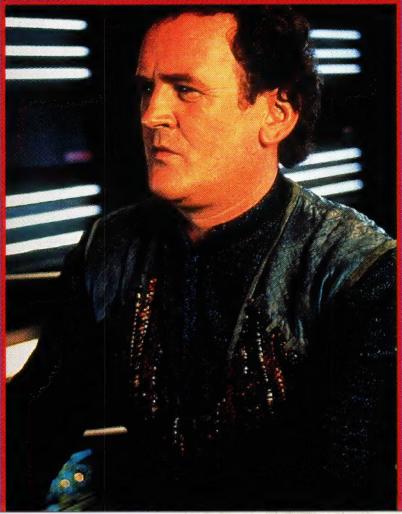
Bareil's life in the mirror universe has led to him developing some unique talents, one of which is displayed to great effect during a dinner party with **Kira**, **Jadzia Dax**, and **Worf**. **Bareil** relates how he escaped from a prison cell by stealing a **Klingon** warrior's **mek'lath** blade, to which **Worf** snorts derisively that the **Bajoran's** tale is nothing more than a story. He is stunned, however, when **Bareil** pulls **Worf's** own **mek'lath** from his sleeve and uses it to slice the dessert offering into four clean-cut pieces. His blade returned, an impressed **Worf** offers his guest more **bloodwine** before relating his own warrior's tale.



▲ Bareil proves that there is truth to his story by revealing that he has stolen Worf's very own **mek'lath**.

► Bareil returns the **blade** to a stunned **Worf** who, rather than being offended, offers the **Bajoran** more **bloodwine**.

► **'Smiley' O'Brien** has assumed a position of power and respect among his fellow rebels. His tactics lead to new hope for the uprising – presented in the form of a mirror version of the U.S.S. **DEFIANT** NX-74205.



GALAXY FACTS

► 'Smiley' O'Brien makes use of a cylindrical handheld device to effect changes in the transporter that allow personnel to beam between the two universes.

► The mirror universe *Defiant* is surrounded by a docking scaffold during its construction at station *Terok Nor*. This is jettisoned when the ship is launched.

Captain Benjamin Sisko can empathize with Kira's predicament; his own encounter with the mirror universe version of his late wife, **Jennifer Sisko**, was a similarly confusing and upsetting experience.

The mirror universe Bareil claims to be on the run from the forces of the Alliance, and Kira's attraction to her former lover's doppelganger overcomes her initial reticence towards him. For his part, the alternate Bareil is at first scornful of, and then drawn to, the idea that his counterpart was a Bajoran **vedek**.

Orb experience

Bareil's unexpected appearance rekindles the passionate emotions Kira once felt for her deceased lover. This in turn inspires the mirror Bareil to undertake a **Bajoran Orb** experience, despite his lack of familiarity with the



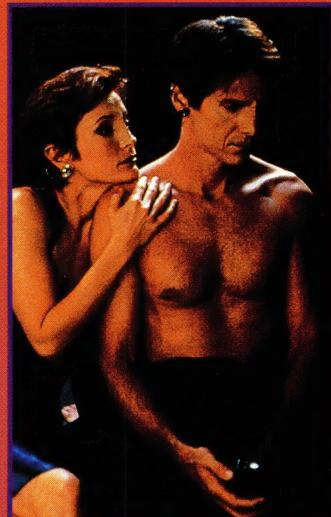
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FILE 18

APPENDIX 2C



HISTORY OF THE MIRROR UNIVERSE



► The mirror Bareil comes to regret his partnership with the evil Intendant, as his feelings for the primary Kira Nerys grow ever stronger during his stay on *DEEP SPACE NINE*.



► During his attempted theft of a Bajoran Orb, Bareil has a change of heart and stuns the disguised Intendant before they can complete their plan.

► Quark and Rom are captured by Regent Worf and the Intendant after they deliver the cloaking device stolen from Martok's ship.

made the crossover himself, in search of new mercantile opportunity.

Quark and Rom appropriate a Klingon cloaking device from **General Martok's Bird-of-Prey** and travel with Ezri to the mirror universe, but they are immediately captured by 'Smiley' O'Brien and **Julian Bashir**. The latter has been in a particularly vicious mood since the death of the alternate **Jadzia** in a skirmish with the Alliance.

Ezri and the Ferengi are freed by Brunt and taken to meet the Intendant on Regent Worf's vessel. Quark and Rom discover for themselves that the Intendant's promises mean nothing; despite delivering the cloaking device, Rom, Quark, and Zek are still sentenced to death. Only the timely arrival of the Rebel **Defiant** allows the Ferengi to free their leader and return home; once more, the Terran Rebels fight the Alliance forces and the Regent to a standstill, maintaining their territories. It is clear, however, that the turbulent politics of the mirror universe have yet to stabilize, and they may have an impact upon the primary universe again in the future.



Bajoran religion.

After seeing a powerful vision created by the **Orb of Prophecy and Change**, the mirror Bareil begins to question himself, and his part in the Intendant's plans is brought to light when she transfers to *Deep Space Nine* and disguises herself as Major Kira.

The Intendant's scheme is a bold and treacherous one; with Bareil's help, she plans to steal the Orb of Prophecy and Change from the Bajoran shrine on *Deep*

Space Nine and then return to the mirror universe with it. She believes that the power of the Orb will unite the mirror universe Bajorans around Bareil, a new holy man who can lead the fight against the Alliance and return the Intendant to power.

The mirror Bareil, however, has a change of heart and prevents the theft before retreating back across the dimensions. His fate is unknown, but given the temperament of the

murderous Intendant, it is more than likely that he pays for this betrayal with his life.

The tenacious Intendant nevertheless continues to seek her former status, and in 2375 she attaches herself to the court of **Worf**, **Regent** of the **Klingon** nation, as a consort. It is partly through her guile and opportunistic nature that the mirror universe encroaches on the primary universe once more, in the form of the alternate Ezri.

Alternate Ezri

Sent by the Intendant with a ransom demand, Ezri informs the Ferengi **Quark** and **Rom** that **Zek**, their **grand nagus**, is being held aboard the Regent's ship in the mirror universe; his release will cost one cloaking device, which the Regent intends to install on his flagship and use to strike down the Terran Rebels. In fact, Zek's predicament is self-inflicted, since he stole data on interdimensional transport technology from Rom and

CLOAK AND DAGGER

Thieves in the night

In an effort to save Grand Nagus Zek, Quark and Rom steal a cloaking device from a Klingon *Bird-of-Prey* that is docked at *Deep Space Nine*. The two Ferengi are forced to carry the cloaked cloaking device through the station's corridors. They struggle with the unit's cumbersome proportions and heavy weight, while trying to evade the attention of Captain Sisko and General Martok.



► Quark and Rom have to take the cloaking device to cargo bay 14, but realize after a while that they are walking the wrong way.



► The cloaking device ripples into sight briefly as the two Ferengi thieves carry it through the station.

► The mirror **Garak** threatens to kill Quark, but the Ferengi is saved by the alternate Ezri Dax.

SHIP:

U.S.S. VOYAGER NCC-74656

LOCATION:

DECK 14

SYSTEM:

PRIMARY TRACTOR BEAM EMITTER

Tractor beams form an important part of starship operations in the 24th century. They are used primarily to capture free-floating objects in space, but can also prevent enemy vessels from fleeing during an attack.

When launched in 2371, the **U.S.S. Voyager NCC-74656** represents state-of-the-art Starfleet ship development, incorporating as it does many revolutionary design concepts and systems. In addition to such innovations as variable geometry warp nacelles and bio-neural gel packs, the *Intrepid*-class ship also relies on more tried-and-trusted technologies, which have changed little since their original conception. One example of such a system is Voyager's tractor beams – they may incorporate the latest modifications to these systems, but their nature is basically the same as those found on Starfleet vessels from a century ago.

Latest advances

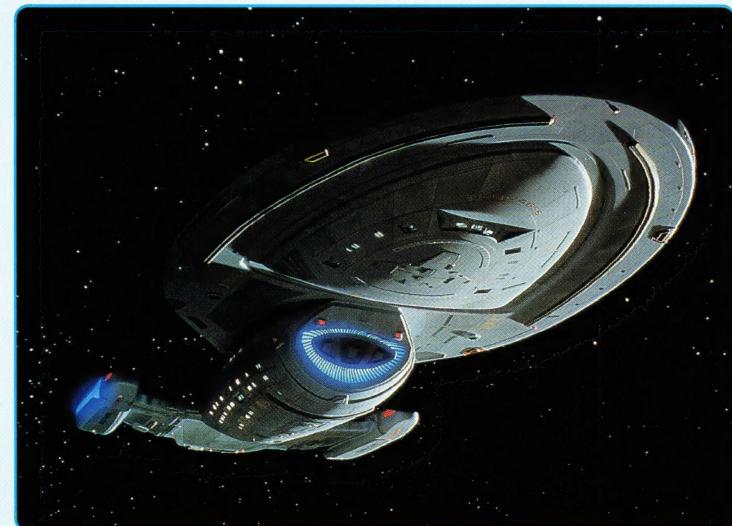
Voyager may be a relatively small craft in relation to *Galaxy*- and *Sovereign*-class vessels, but its tractor beams carry enhancements in both power output and overall efficiency, as is the case with many of the systems installed aboard *Intrepid*-class vessels. Consisting of an emitter or series of emitters concentrated at key points on the exterior hull of the vessel, the main tractor beam for *Voyager* is located at the rear of Deck 14, on the trailing edge of the engineering hull, underneath the shuttle approach ledge. Positioning the main emitter in this location permits a wide sweep around the underside of the vessel, allowing the tractor beam to be used for a number of applications, including the towing of vessels, securing of objects, and use in emergencies involving an approaching shuttlecraft. A number of other tractor beam emitters are situated around the approach to the main shuttlebay, and are routinely used to aid the launch and landing of the *Intrepid*-class vessel's auxiliary craft.

Despite being much smaller than many other Federation starships, the **U.S.S. VOYAGER NCC-74656** is fitted with an array of advanced technology. As with the ship's phaser strips, tractor beam emitters are located at strategic locations across **VOYAGER**'s hull.

Tractor beams consist of focused **graviton force beams**, whose reach and intensity can be controlled from the ops console or security station on *Voyager*'s main bridge. The control of an object is somewhat limited through the use of a single tractor beam, and *Galaxy*-class vessels have the potential for more accurate and delicate manipulation of objects with their multiple tractor beam assemblies. Control of all the tractor beam systems, including the automatic systems surrounding the shuttlebay, can be manipulated manually, and has proved vital in preventing potentially fatal accidents.

A typical incident is experienced by **Chief Engineer B'Elanna Torres**, when the shuttlecraft she is piloting back to *Voyager* in 2376 suffers severe damage to its deflectors and helm control, making the approach and landing of the ship very dangerous. A tractor pulse is modified and sent out to slow the approaching vessel. In conjunction with the creation of a number of emergency arrestor fields, the beam succeeds in not only guiding the out-of-control ship into the shuttlebay, but also landing it safely.

Tractor beams work by generating an



interference pattern on the target object's surface. The strength of this field is determined by the distance of the object from the tractor beam emitter, the amount of power available to the beam, and the nature of both the object's structure and the environmental conditions surrounding *Voyager* and the target object.

Focal point

Any imbalance in these variables can have considerable consequences for the use of tractor beams, and the system often requires a high degree of delicate manipulation and control. The focal point of the beam can be widened or concentrated depending on the size of the object; by altering the interference pattern generated on part of the object's surface, it can either be attracted to, or repelled from, *Voyager*. Lower-powered systems, located all around the vessel, use this operating concept in docking maneuvers with other vessels and space stations, although *Voyager* has spent little time connected to any other vessels or structures during its solitary journey through the **Delta Quadrant**.

Tractor beams can generate significant



In 2376, B'Elanna Torres returns to the **U.S.S. VOYAGER** in a badly damaged shuttlecraft. A tractor beam is used to reduce the speed of her auxiliary craft's entry into the main shuttlebay.



The tractor beam is visible as a ray of blue light that encloses the entire forward section of the shuttle. This reduces the smaller vessel's momentum and directs it on a more even course toward the bay.



B'Elanna's shuttle comes to rest in the shuttlebay. The crash, although still somewhat unnerving, causes only minimal damage to the shuttle and the bay – all thanks to **VOYAGER**'s tractor beams.

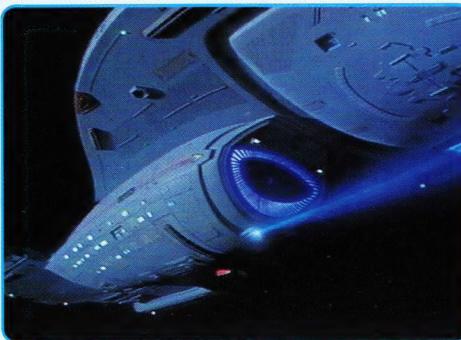




FILE 29 U.S.S. VOYAGER NCC-74656



▲ The U.S.S. VOYAGER's main tractor beam emitter sits underneath the starship's deflector dish and forward photon torpedo launcher, on the trailing edge of Deck 14's engineering hull.



▲ The tractor beam's focal point can be adjusted to account for the size of the object being moved or collected. Crew members have to be careful not to subject the U.S.S. VOYAGER's hull to undue stress.



▲ In 2371, the U.S.S. VOYAGER picks up a distress signal from an unknown spacecraft trapped in a quantum singularity. The crew use a tractor beam to try and pull the vessel to safety.

amounts of stress, and in some cases these stresses may prove to be dangerous to the target object or vessel. One of the main uses of a tractor beam is the towing of a disabled vessel for repair, or to enhance the shields and structural integrity field of a damaged ship through the generation of graviton field energies. The huge amount of power required to extend a tractor beam around another vessel in this way can put a great strain on an *Intrepid*-class vessel, despite its advanced engineering. The inherent dangers of even a carefully-modulated tractor beam become clear during the incident with the **Cataati** in 2374, when Voyager's **warp core** has to be ejected, and B'Elanna Torres and **Ensign Tom Paris** attempt to retrieve the core through the use of the **Shuttlecraft Cochrane**'s tractor beam.

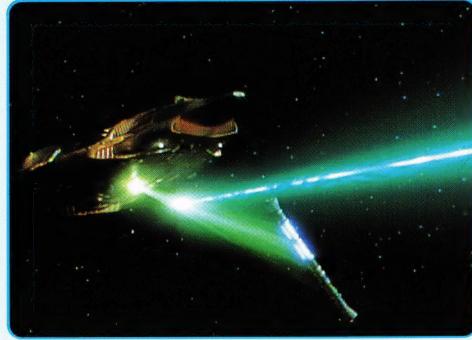
Stolen core

The Cataati claim salvage rights to this vital piece of engineering, however, and the Starfleet crew are alarmed to see the Cataati using their own tractor beam without reinforcing the unstable warp core's exterior structure first. This is an extremely dangerous procedure which could lead to a devastating antimatter

explosion, illustrating the need for the careful preparation of an object before a tractor beam can be applied to it. In many cases, however, tractor beams are used in emergency situations and rescues, so preparation time may not be available.

Disrupted operation

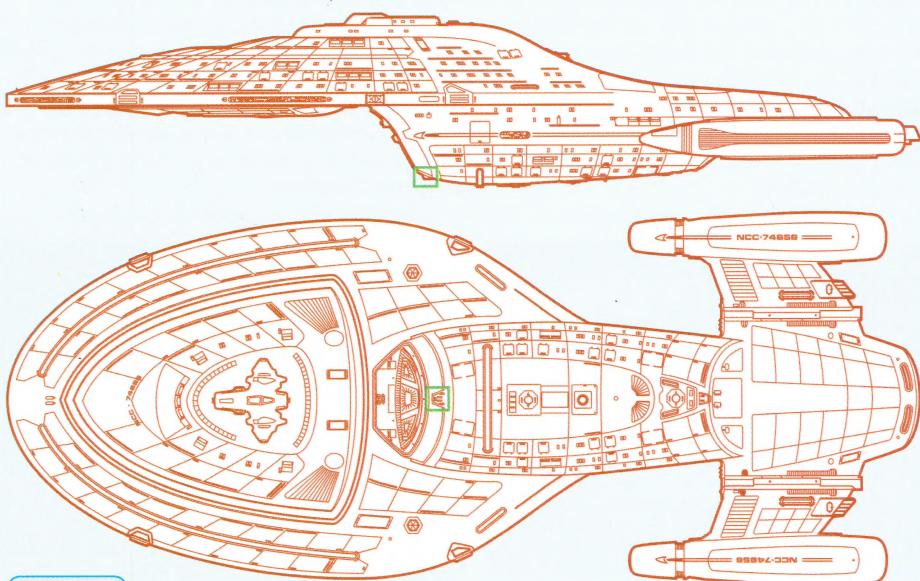
In addition to the electromagnetic conditions that occur naturally within the atmosphere of a planet, or emanate from spatial anomalies, there are deliberate ways to reduce the effectiveness of tractor beams. The efforts to prevent the **Malon** from stealing Voyager's **multispatial probe** in 2375, including sending a **polaron burst** through their tractor beam from the probe, illustrate the very similar technology used in the creation of tractor systems throughout the four quadrants. A polaron burst can also be used to disable Voyager's tractor beams, a tactic which allows a vessel being held against its will to break free from the craft attempting to secure it. **Borg** ships encountered by Voyager have the capacity to remodulate their **shield harmonics** to prevent a tractor beam from locking onto them, making it extremely difficult to incapacitate their vessels.



▲ The Cataati use their own tractor beam to capture the ejected warp core of the U.S.S. VOYAGER in 2374. Their plan only succeeds when they destroy the Federation SHUTTLECRAFT COCHRANE.



▲ Chief Engineer B'Elanna Torres is responsible for the upkeep of all of the primary systems aboard the U.S.S. VOYAGER, including the ship's tractor beam emitters.



Deck:
14

PRIMARY TRACTOR BEAM EMITTER

Location:

PRIMARY TRACTOR BEAM EMITTER

Use: Emits a tractor beam that can manipulate the positions of objects floating in space.

Position: The primary tractor beam is located at the rear of the secondary hull, underneath the shuttle approach ledge.

Location: Deck 14

FILE 31 OTHER FEDERATION STARSHIPS

UNITED FEDERATION OF PLANETS
STARFLEET DIVISIONSYSTEM: SOL/EARTH - SAN FRANCISCO, NORTH AMERICA
cc: UTOPIA PLANITIA FLEET YARDS, MARS

NAME:

OTHER FEDERATION STARSHIPS

TYPE:

VARIOUS

PLANS:

GENERAL INTRODUCTION

Starfleet vessels come in all shapes and sizes. New designs and new classes, the product of continual development over 300 years, take on the responsibility of serving and safeguarding the citizens of the Federation.

Starfleet has been an integral part of the United Federation of Planets since its inception in 2161. The thousands of ships that make up the fleet fulfill everyday functions such as interplanetary transport, help add to the sum total of knowledge through exploration and observation, and protect the Federation against a sometimes hostile Galaxy.

Ships of the line

Starfleet vessels are divided into many classes, according to their function and the era in which they are designed and built. Ships are given **NX** registry numbers while still under trial, changing to the standard Starfleet prefix of **NCC** once they have been cleared for operation. Non-Starfleet vessels, including the **S.S. Vico** and the **Raven**, may be given prefixes such as **NR** or **NAR**.

The first ship of each type launched lends its name to the entire class – thus the **U.S.S. Excelsior NX-2000** is the first of the **Excelsior** class. A name is generally passed down over the years; when a vessel is destroyed or



 The **EXCELSIOR**-class starship of the late 23rd century continues the design lineage of earlier Federation starships, and features many technological advances.

decommissioned, another of the same name eventually takes its place. The best examples of this are the six ships that bear the name **Enterprise** after the original is launched in 2245.

The names of different ships and classes are taken from a number of sources. These include earlier Earth vessels (*Challenger*, *Endeavour*, *Kearsarge*, *Yamato*); astronomical bodies or formations (*Galaxy*, *Antares*, *Andromeda*, *Rigel*), popular fiction (*Thunderchild* from 'War of the Worlds,' *Miranda* from 'The Tempest'), ancient mythology (*Bellerophon* and *Pegasus* from Greek myth), pioneers and visionaries (*Armstrong*, *Korolev*, *Copernicus*, *Gandhi*, *Gorkon*), and geographical Earth locations (*Mediterranean*, *Norway*, *Sydney*, *Carolina*, *Yorkshire*.) **Danube**-class **Runabouts** are all named after Earth rivers, such as the *Rubicon* and the *Yukon*.

Among the most notable classes of Starfleet



 The **CONSTITUTION**-class starship is widely regarded as one of the most durable and successful vessels of exploration to be launched by Starfleet.

vessel are the **Daedalus**, **Constitution**, **Excelsior**, **Galaxy**, and **Prometheus**. The **Daedalus** class was one of the first deep space exploration designs commissioned after the formation of the Federation in 2161, and remained in service for 35 years. The design's primary/secondary hull distinction and **warp nacelles** set a basic template that is still adhered to 300 years on.

The **Constitution** class is a very common Starfleet design dating from the mid-23rd century; 12 such vessels exist by 2265. Famous **Constitution**-class ships include the original *Enterprise*, the **U.S.S. Hood NCC-1703**, the **U.S.S. Lexington NCC-1709**, and the prototype of the class, the **U.S.S. Constitution NCC-1700**. Many of these ships are named after battleships from Earth's World War II.

Extended service

The first **Excelsior**-class ship, the **U.S.S. Excelsior NX-2000**, is launched in 2285, and becomes the prototype for a large number of vessels over the following decades. Some of these remain in service until the mid-2370's,



 Starfleet's **GALAXY**-class starship first sees service in the mid-2360's. This class of vessel features many luxuries which would have been unheard of on earlier starships, such as replicator technology, holodecks, and provisions for families to live their everyday lives aboard the ship.





INTRODUCTION TO OTHER FEDERATION STARSHIPS



▲ Smaller vessels such as the **MIRANDA**-class starships are usually employed to undertake science missions. The **U.S.S. RELIANT NCC-1864** is assigned to the **Genesis Project** in 2285.

where they see action during the many battles of the **Dominion War**.

The original *Excelsior* is the test vessel for a **transwarp drive** project, which never comes to fruition. It instead serves as **Captain Hikaru Sulu's** first command. Other ships in the class include the **U.S.S. Enterprise NCC-1701-B** and the **U.S.S. Intrepid NCC-38907**, which was the first vessel on the scene following the **Romulan** attack on **Khitomer** in 2346.

Other classes serve for almost a century, such as the **Miranda** class, seen from the 2280's (the **U.S.S. Reliant NCC-1864**) through to 2375 (the **U.S.S. Saratoga NCC-31911**). Some of these may have been retired ships pressed back into service during the war, however. Occasionally, classes are variations on previous types; the **Soyuz** class which sees service in the 23rd century is a variant of the **Miranda** class.

The powerful **Galaxy**-class ship is an example of design being dictated by new operational imperatives. The 2360's are a time of relative peace and stability, and accordingly **Galaxy**-class vessels such as the Federation flagship, the **U.S.S. Enterprise NCC-1701-D**, are designed for scientific exploration as well as combat, with full provision for the families of Starfleet officers aboard. These ships nevertheless play a major role in all of the most crucial battles of the **Dominion War**.

Heavily armed

Similarly, the **Defiant**-class is first developed as a response to the attack on the Federation by the **Borg** in 2366, though the project is abandoned for a time due to design flaws and a lessening of the threat. The **U.S.S. Defiant NX-74205**, the first of these small, powerful, heavily armed escort vessels, is assigned to **Deep Space Nine** in 2371, when the full extent



▲ The **AKIRA**-class **U.S.S. THUNDERCHILD NCC-63549** is involved in the battle against a **BORG CUBE** in close proximity to Earth in 2373. The ship survives the encounter while many others are destroyed.

of the Dominion threat is realized. Other ships, including the **U.S.S. Valiant NCC-74210** and the **U.S.S. Sao Paulo NCC-75633**, join it during the war.

Many new classes, including the **Akira**, **Steamrunner**, **Saber**, and **Norway**, are introduced during an intense period of development and construction in the late 2360's and early 2370's, spurred by clashes with the Borg and the Dominion. Many of these ships see battle in such formidable clashes as the Borg incursion of 2373, and the battle to take the **Chin'toka system** from the Dominion in 2374. A radically new style of starship – the **Prometheus** class, a deep space tactical ship with a **multivector assault mode** – is tested in 2374.

Other prominent classes of vessel include the long-lived **Constellation** class, designed for deep space and featuring four warp nacelles instead of two; the **Ambassador** class, which forms an intermediate step in the first half of the 24th century between the *Excelsior* and *Galaxy* classes; the formidable **Sovereign** class of the 2370's, of which the **U.S.S. Enterprise NCC-1701-E** is one; and the **Intrepid** class, comprised of mid-size, maneuverable and fast



▲ The **SOVEREIGN**-class **U.S.S. ENTERPRISE NCC-1701-E** is one of the most advanced starships to be launched during the 2370's. It is staffed by senior officers from the previous **ENTERPRISE**.



▲ The **U.S.S. DEFIAINT NX-74205** is designed primarily as a warship. It is stationed at **DEEP SPACE NINE** in an effort to counter the threat posed by the **Dominion**.

ships, such as the **U.S.S. Voyager NCC-74656**.

Starfleet dedicates vessels to particular tasks as well. The **Oberth** class is dedicated to scientific missions, such as the investigation of the **Genesis Planet** by the **U.S.S. Grissom NCC-638**, while **Olympic**-class medical vessels come into service by 2370. There are also ships dedicated to freight transport, such as the **Deneva** and **New Orleans** classes, and sublight classes such as **Antares** and **Sydney**. Added to these are a myriad of other classes carrying out a variety of missions.

Auxiliary craft

A number of smaller classes service these starships. Shuttlecraft are an essential part of any larger ship's manifest, while one-person **Work Bees** are used for construction. Starfleet also develops larger variations on shuttles, such as **Runabouts**, **scout ships**, and **captain's yachts**, all capable of being transported inside larger vessels or facilities. A recent development is the **holoship** – large mobile **holodecks** fitted with cloaking devices.

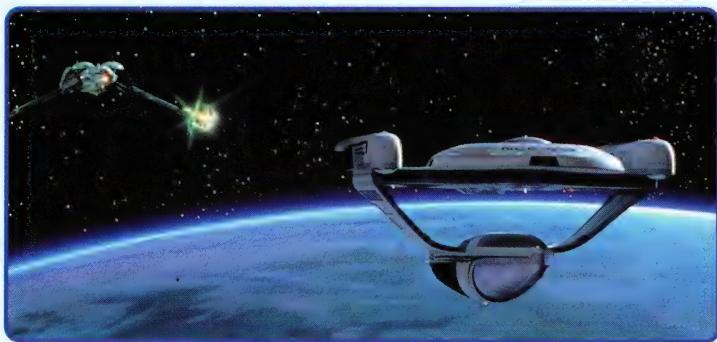
At the end of the war with the Dominion, the Federation is faced with a seriously depleted fleet, but the quiet after the storm will no doubt lead to new design initiatives and renewed construction.

SEE OTHER FILES...

U.S.S. ENTERPRISE NCC-1701:File 20
RUNABOUTS AND SHUTTLES:File 30

OTHER CARDS IN THIS FILE...

- 6 **U.S.S. EXCELSIOR NCC-2000**
- 9 **GALAXY-CLASS STARSHIPS**
- 11 **DAEDALUS-CLASS STARSHIPS**



▲ The **OBERTH**-class starship is specifically designed as a science vessel. As such, it features minimal weapons, and is unable to defend itself from an attacking **KLINGON BIRD-OF-PREY**.



▲ The **U.S.S. PROMETHEUS NX-59650** is an experimental vessel able to separate into three distinct ships. This unprecedented technological feat – referred to by Starfleet as a **multivector assault mode** – is designed to be employed during combat situations, and allows the starship to fire upon a target from three different locations at once.

Hirogen Trophy Wall

The interiors of **Hirogen Vessels** are decorated with the weapons that they use during their hunts, and the remains of the beings that succumb to them.

The interior design of **Hirogen** ships favors a large, multipurpose area containing all of the equipment and controls that their nomadic hunting existence demands, regardless of the size of vessel. As such, when **U.S.S. Voyager NCC-74656** crew members **Seven of Nine** and **Tuvok** are captured on **Stardate 51501**, they are taken to an area away from the main command center, but still in close proximity to the control systems.

From their waking position on the cold metal floor plates, a prisoner can see only an extremely grim view around them. Shafts of white light filter down from grilles in the high ceiling, and an eerie blue glow issues upward from sectional parts of the floor. There are pools of darkness between strange-looking objects, and hanging implements from which the Hirogen often appear to check on the condition of their prey.

One of the most imposing and frightening features must be the huge skeletons of 'relics' suspended by a series of thick chains from the ceiling, hanging nearly to floor level in a number of large holding nets; these give a clear indication of the eventual fate of a captive. Smaller nets hang from different parts of the ceiling, gently creaking under the weight of various remains, alongside freestanding pieces of equipment and weapons storage areas.

Lethal weapons

The Hirogen command center does not make use of a traditional viewscreen; instead, a long, curved window faces into space, rising about a meter from floor level. Above this, on a relatively brightly lit wall with a patterned design, is a formidable selection of handheld weapons that vary according to the type of ship, but which follow a number of similar designs according to their possible use. Some of the weapons – among them multipointed throwing spears of varying lengths, traditional short and long swords, spiked mace balls, and chain flails – could be used in close quarter combat for hand-to-hand fighting. They may even be selected in place of the Hirogen's lethal array of energy weapons for use in more traditional hunts.

The Hirogen's energy weapons have been acquired from conquered prey, and so come in a variety of shapes, sizes, and designs. Inside the Hirogen ship boarded by **Commander Chakotay** and his colleagues, these weapons are arranged vertically against a metal wall, and are held in place by two long chains that run from floor to ceiling. A Hirogen can select the

energy weapon best suited to their needs by simply unhooking the rifle from the chain.

Other more clinical objects, such as the series of highly polished blades attached to the wall, are more specific in function. After the new prey have been marked with traditional paint from a nearby low octagonal black table, and scanned with a small handheld device to pick up suitable 'prizes', they have to be ritually prepared. A number of additional tools are located on a nearby stand, and when these have been used the prey is suspended in a harness adjacent to a large hatch, awaiting a painful and horrific dissection.

Ready to eat

The use to which the Hirogen put their prey may be explained by a pair of meter-wide cylindrical tubes of around two-and-a-half meters in height that stand to the rear of this area. Sitting on top of a dark, circular, metal framework, they are raised off floor level by around 20 centimeters. Such is the viscous nature of the murky liquid inside the see-through tubes, however, that even a light shone directly into the fluid does not reveal anything more than undefined matter floating inside. Air bubbles feed upward from the base and rise to a dirty, gray-white scum at the liquid's surface.

The top of the tubes are open, so the remains can be lowered via the attached chains into the liquid. Scans made by Chakotay reveal the bone and muscle tissue of at least nine different species within the liquid. As the Hirogen often stay in space for over five years during a hunt, they must have some form of sustenance to survive, and the use of an enzyme within the liquid suggests that they break down their prey in order to aid the digestive process when ingesting them.

The Hirogen remain a mysterious and ritualistic race, but these items help to reveal the ultimate fate of all they pursue.



▲ The interior of the **HIROGEN VESSEL** is harshly illuminated, which together with the presence of powerful weapons, and the remains of alien species, makes the room feel extremely inhospitable.



▲ The brutal weapons used by the Hirogen during their hunts are given pride of place on the walls of their ships. The weapons include functional energy rifles, and ritualistic bladed implements.



▲ A series of large nets hang securely from the ceiling of the ship's interior. Their gruesome contents include the remains of species who have fallen to the Hirogen during a hunt.



▲ Large tubes located within Hirogen vessels are filled with a liquid substance that is used to break down the bodies of the prey that they capture. Little respect is shown to the deceased.



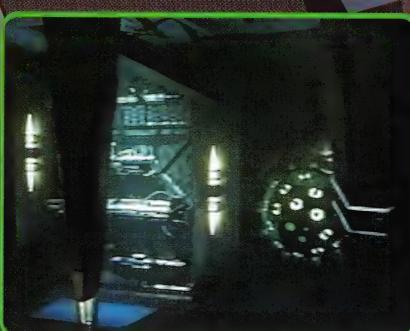
▲ Significant remains of the Hirogen's prey are kept as trophies of a hunt after it has ended. These prized items are cleansed and stripped of their flesh so that only the bone structure remains.



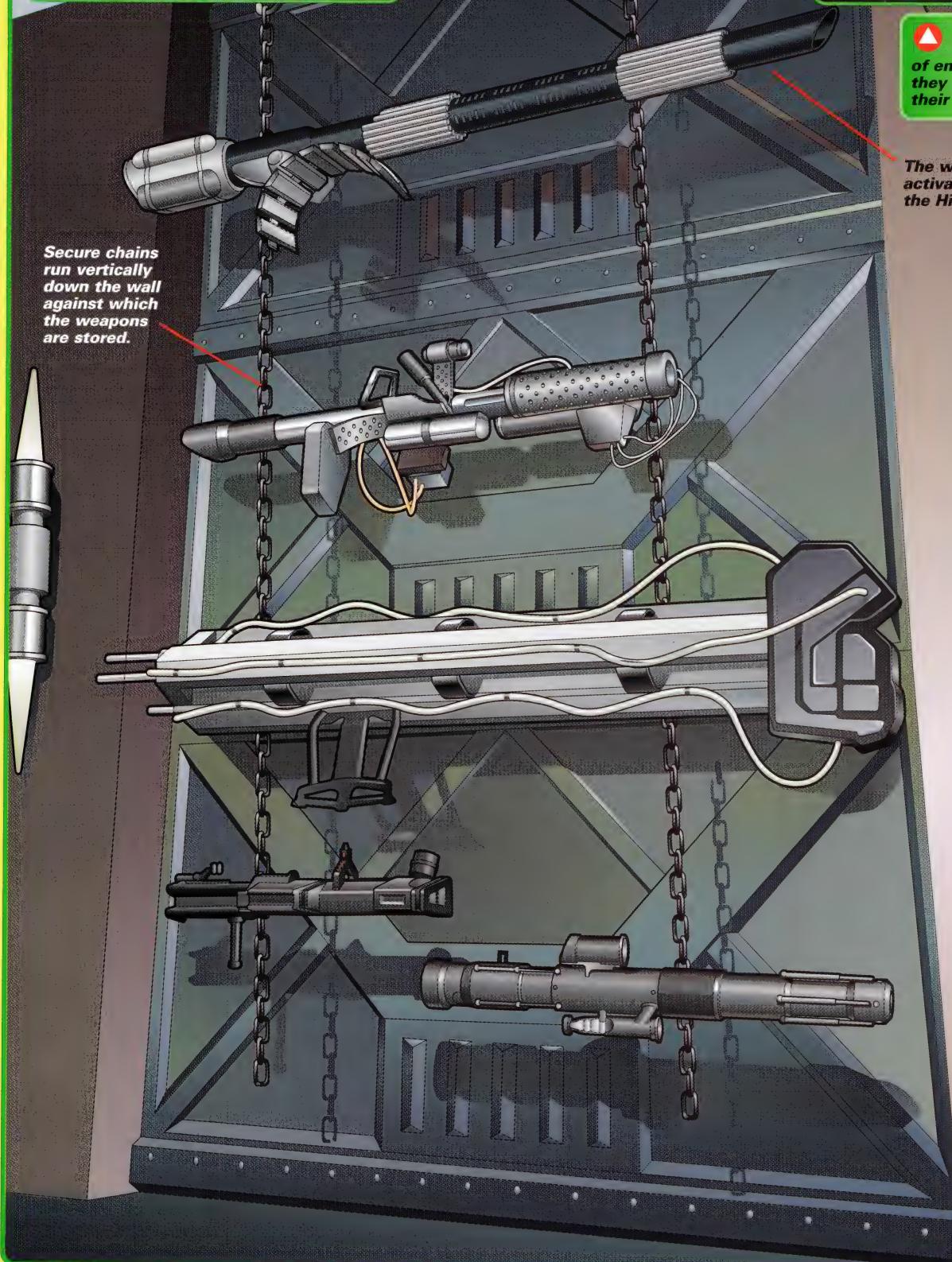
Hirogen Trophy Wall: Weapons



A Hirogen hunter simply needs to unhook the required weapon from its place on the trophy wall to activate it.



The Hirogen proudly display the arsenal of energy weapons that they have acquired from their victims.



Small lighting elements, positioned against the bulkhead, provide additional illumination to the light that filters through the ceiling.



Ro Laren and Captain Picard

Ro Laren is far from being a typical, upstanding Starfleet officer. She has a troubled history, sometimes circumvents the chain of command, and always speaks her mind. Captain Jean-Luc Picard, however, looks beyond these difficulties to cultivate the young ensign's potential.

Ro Laren was once an outcast. Born in a resettlement camp during the **Cardassian** occupation of **Bajor**, she grew up a bitter and restless girl, before deciding to join **Starfleet**. Numerous disciplinary problems were followed by an away mission to the planet **Garon II**, during which she disobeyed orders and eight of her team were killed. For this she was court-martialed and imprisoned.

New assignment

Ro's early release in 2368, at the behest of **Admiral Kennelly**, is dependent on her accepting an assignment aboard the **U.S.S. Enterprise NCC-1701-D** as part of a misguided plot hatched by Kennelly. Before long, Ro gets on the wrong side of **Captain Jean-Luc Picard**, and is confined to quarters for disregarding orders and taking matters into her own hands. It is an inauspicious start. **Ten-Forward** bartender **Guinan** urges the

brash ensign to trust Picard, and she does, telling him of Kennelly's plan. It is the beginning of her redemption. Picard helps fashion Ro into someone who is, if not a model officer, a person who knows that working within rules and regulations is not a lost cause.

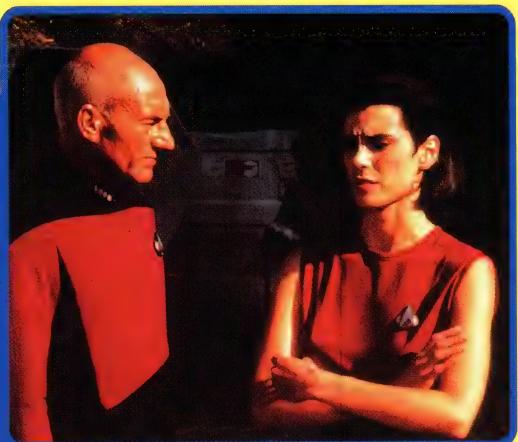
Ro always believed that Starfleet could learn a lot from her; Picard observes that this is an attitude common in the best officers with whom he has worked, while also believing she could learn much from being in the uniform. He ensures that Ro is made to feel part of the *Enterprise* crew, even when some aboard feel they cannot work with her. The young woman notes that she does not make friends easily – but she does on the *Enterprise*, starting with Guinan. She also slowly learns to be a team player, although she still speaks her mind – when about to beam aboard a disabled **Romulan** vessel without weapons, she mutters, "This is not a bright idea" – but her

PROFILE OF A TRAITOR

PLACING TRUST: Captain Picard puts faith in Ro when others distrust her.

FORMING AN IMPRESSION: Ro develops into a mature and confident officer. In 2370, she completes Starfleet's Advanced Tactical Training course.

BETRAYAL: Ro defects to the Maquis after Picard assigns her to infiltrate their ranks.



▲ Captain Picard places his trust in Ensign Ro, a fact which is not lost on her. She later chooses to betray her captain, however, when she is drawn to the Maquis – a cause which is closer to her heart than her Starfleet duties.

newfound appreciation of rank leads her to retract the comment when challenged by **Commander William T. Riker**.

Considered actions

Ro retains her initiative, but learns not to act impulsively. Early in her tour of duty aboard the *U.S.S. Enterprise* she is willing to sacrifice possible survivors in the ship's **drive section** during a crisis – her logic being that they must save the **saucer section**. She is piqued that **Deanna Troi**, the ranking officer, attempts to influence her. The fact

that Troi's decision is vindicated and lives are saved shows her that action is not always the best solution. The ensign is nevertheless highly capable, and possesses a sharp, logical mind. She knows Starfleet protocol, such as starship confinement mode, and helps figure out what has happened when the entire crew lose their memories in mid-2368. As helm officer, she manages to track a damaged shuttle almost all of the way into a planet's atmosphere and calculate its crash coordinates from

the angle of descent. Ro also proposes a **plasma shock** to expel 'spirits' that possess the bodies of **Lt. Commander Data**, **Troi**, and **Chief Miles O'Brien**, and helps **Chief Engineer Geordi La Forge** to implement the plan in a **Jefferies tube**. She later comes up with the innovative idea of using a shuttle's transporter to beam out the possessed crew members. Even when regressed to the form of a child she proves invaluable, helping to retake the *Enterprise* from **Ferengi** mercenaries.

IN THE LINE OF DUTY



On the bridge

Ro Laren takes the conn position when she is first posted to the bridge of the *U.S.S. ENTERPRISE NCC-1701-D* in 2368.

Heartfelt mission

Ro's first mission as part of the crew of the U.S.S. ENTERPRISE NCC-1701-D involves her attempting to locate a known terrorist on a **Bajoran** resettlement camp in the **Valo** system.



First friend

Guinan is among the first people aboard the *U.S.S. ENTERPRISE NCC-1701-D* to accept Ro as the person she is now, and not judge her by the mistakes of her past.

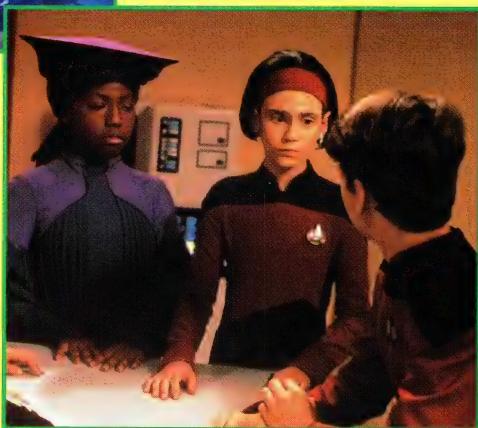


Ro Laren and Captain Picard



★ Personal conflict

Ro comes into conflict with Counselor Deanna Troi in 2268. They both favor a different course of action when the U.S.S. ENTERPRISE NCC-1701-D is struck by two quantum filaments.



★ Young at heart

Ro and Picard are regressed to the form of children in 2369, an experience they both find difficult.

★ Unseen ensign

The crew mourn the loss of Ensign Ro and Geordi La Forge after they are believed killed in 2368. Ro is warmly remembered as a valued Starfleet officer.



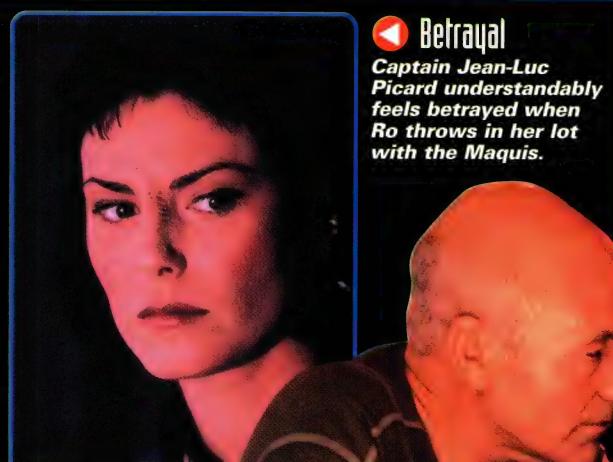
RO'S BETRAYAL

Change of allegiance

Ro Laren returns to the U.S.S. Enterprise NCC-1701-D in 2370 after successfully completing a course at Starfleet's Advanced Tactical Training School. Her first mission after her promotion to the rank of lieutenant is to infiltrate the Maquis, a mission which ultimately leads this promising officer to abandon everything that she has worked so hard for. Her reasons for such a betrayal are uniquely personal; the plight facing the Maquis reminds her strongly of that suffered by her own people during the Cardassian occupation of Bajor. With her tactical skills, Ro believes she can aid their cause.

Apology

Ro asks Commander Riker to tell Captain Picard that she is sorry, just prior to her defection to the Maquis.



Betrayal

Captain Jean-Luc Picard understandably feels betrayed when Ro throws in her lot with the Maquis.



The straight-talking Bajoran still has occasional problems with insubordination. In mid-2368, she clashes with the first officer over changing the way flight handling assessments are completed by navigators aboard the *Enterprise*. Ro simply claims she has found a better way of doing it; if she came to an officer in advance they might have said no. Riker counters that he might have said yes. Ro feels the senior officers are trying to turn her into a model Starfleet officer, but Riker impresses on her that the rules do not change just because Ro Laren decides they do.

Under his wing

In many ways, Ro becomes Captain Picard's special project. Over the months she serves under him, he watches her grow emotionally and learn a little humility. He even sponsors the ensign for advanced tactical training, demonstrating remarkable faith as half of that class fails every year. The captain is deeply saddened when Ro is believed killed in a **transporter** accident in 2368, and privately notes that if Ro had not been court-martialed over the incident at Garon II she would probably have made lieutenant commander by now.

Ro's apparent death is, in reality, a **phase shift**, but she herself

believes she is dead. She goes to the bridge to say goodbye to those she knew, demonstrating a hitherto unexplored feeling of kinship. She visits Picard in his ready room and shares a joke with the unseeing captain. She is still intimidated by him, but grateful that he trusted her when no one else would. On Ro's return from tactical training in late 2370, Picard greets her like an old friend, calling her away from a buffet celebrating her return because he knows she will be overwhelmed by it. Ro thanks him for all he has done – if it was not for Picard, her life would be very different.

Sympathy for the Maquis

Her life shortly after does indeed become very different. She embarks on a mission to infiltrate the **Maquis**, largely to validate Picard's faith in her, but finds her loyalties divided. The captain takes a necessarily hard line with his protégée in a clandestine meeting: he assures her that she will face a court-martial if she sabotages the mission. Ro promises to carry out her orders, but in the event she makes the choice to defect. Her one regret in doing so is the effect it will have on Picard. She asks Riker to apologize for her, but this is scant comfort to the captain and friend who believed in her.

"I think it would be a shame for Starfleet to lose someone of your potential ... I've noticed qualities in you that could be harnessed, molded."

— Captain Jean-Luc Picard to
Ensign Ro Laren

★ Undercover

Captain Picard issues orders to Ro that will lead the Maquis into a trap.



FILE 44 NON-STARFLEET HUMANS

Molly and Kirayoshi O'Brien

Molly and Kirayoshi O'Brien are children of the **Federation**, born in space and well used to the adventurous life of their **Starfleet** parents, **Miles and Keiko O'Brien**.

Molly O'Brien, daughter of **Keiko** and **Miles**, is born during a shipwide disaster aboard the **U.S.S. Enterprise NCC-1701-D** in 2368. Keiko, a **Starfleet** botanist, is trapped in the **Ten-Forward** lounge with other crew members, far from an experienced medical team. She gives birth to Molly with the assistance of **Lt. Worf**, who has never participated in a human birth before. Molly, it turns out, is just fine, as is her mother. Prior to her birth, her father Miles wanted to name the baby **Michael** for his father if it was a boy, while Keiko wanted **Hiro** in honor of her father. As the baby turns out to be female, they choose the name Molly.

Baby Molly has a safe, serene life on the *Enterprise*, with both of her parents on board to nurture her. As with other babies,

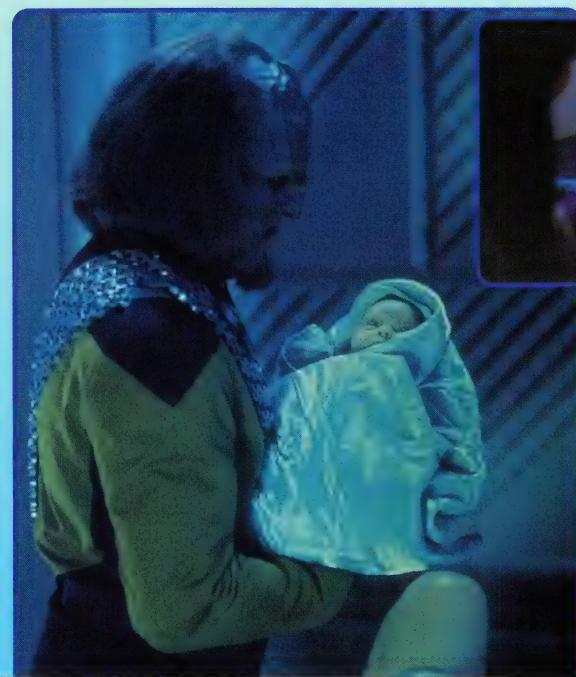
she is cared for in the ship's primary care facility while her parents work. During 2369, Molly's father accepts a new posting to *Deep Space Nine* as chief of operations, and the family disembark the *Enterprise* to join him on the former **Cardassian** mining station. It is on *Deep Space Nine* that Molly spends several years of her young life, forming impressions that will shape her adulthood.

Story time

Molly loves to have stories read to her and is surprised when a character from one of her fairy tales appears in her room in 2369. She calmly informs her parents that Rumpelstiltskin has shown up and reveals him to Miles, who is visibly shocked. Her parents protect her from any harm the elf may intend, while Molly takes this strange experience with a child's calm acceptance.

★ Lt. Worf, midwife

Worf successfully aids Keiko O'Brien as she gives birth to her daughter Molly in the Ten-Forward lounge.



PROFILE ON MOLLY AND KIRAYOSHI

NAME: Molly O'Brien

LIFE FORM: Human female

DATE OF BIRTH: 2368

FIRST SEEN: 'Disaster' [TNG]

NAME: Kirayoshi O'Brien

LIFE FORM: Human male

DATE OF BIRTH: 2373

FIRST SEEN: 'The Begotten' [DS9]

CURRENT STATUS: As of 2376, Molly and Kirayoshi are living on Earth with their parents, Miles and Keiko O'Brien.



▲ *Molly O'Brien has seen many strange and amazing sights in her short life, but she and her brother Kirayoshi have still enjoyed a loving, fun-filled childhood.*

Petersons.

It is inevitable, however, that some unusual events will occur in her life. One of the most memorable is when her father is duplicated as part of an alien conspiracy in 2370; young Molly wants nothing to do with this pseudo-

father. Her parents are so attentive to her needs that their first vacation without her does not occur until 2370, the first in five years.

Molly adapts well to life on *Deep Space Nine*, but her mother has problems, and in 2371, Keiko accepts a place on an agrobiology expedition on **Bajor**, which requires a six-month commitment. She takes Molly with her, and though the child thrives in that environment, it is clear that she misses her father. Seeing him on short visits is not the same as living together as a family. Their first reunion after a two-month separation finds Molly sick from eating too much candy, supplied by **Lwaxana Troi**. The next time Molly and her mother return to the station, Keiko is pregnant with a second child. Molly takes to crawling into her parents'

BIRTH OF AN O'BRIEN

★ Young mother

In 2369, Keiko O'Brien is transformed into a 12-year-old. Molly asks Keiko to read her a bedtime story, but then turns away from the strange young girl who claims to be her mother. Fortunately for the O'Brien family, the change is soon reversed.



★ Difficult birth

Molly is born during a moment of crisis aboard the U.S.S. ENTERPRISE.

OTHER CARDS IN THIS FILE...

15 JAKE SISKO: CHILDHOOD
27 JONO

SEE OTHER FILES...

STARFLEET PERSONNEL..... File 43
STAR TREK:
DEEP SPACE NINE..... File 70

Molly and Kirayoshi O'Brien



★ Natural birth

Major Kira decides to give birth to the O'Briens' baby in the traditional Bajoran way.

bed at night, looking for a little attention before the new baby arrives.

One of Molly's favorite activities is drawing. Her father introduces her to his preferred game, but Molly would rather color a pony than throw magnetic darts. For one of her birthdays, Miles hand-makes a doll's house for his daughter. Disaster almost strikes in late 2373, when the pregnant Keiko is injured and **Dr. Bashir** is forced to transfer her unborn baby into **Major Kira**

Nerys to save its life. Upon hearing this news, Molly merely asks if she can call Kira 'Aunt Nerys.' When Kira moves into the O'Briens' quarters, Molly wants to know if she can play in her new aunt's room. She is an adaptable, cheerful child.

Molly's brother, **Kirayoshi O'Brien**, is born in 2373, his name an acknowledgement of the role Kira plays in his safe birth. Molly does not seem troubled by the new

★ Trip

Keiko takes Molly to Bajor with her for six months in 2371.

★ Content

Kirayoshi is a happy and content young child.



★ Animal instinct

Molly has to learn to defend herself when she is stranded in the past for 10 years.

★ Auntie

Kirayoshi, the O'Briens' second child, is named in honor of Major Kira.

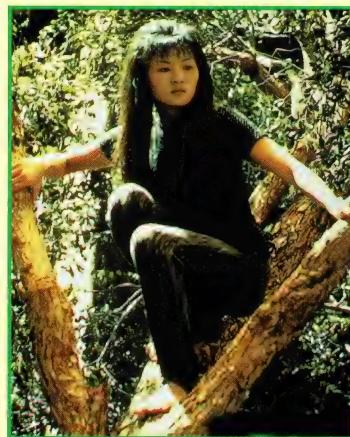


addition to their family. At one month old, Yoshi smiles every time that Kira walks into the room, and the major thinks it is because he knows her; he heard her heartbeat and her voice for months, and Kira believes his smile reflects this bond.

Crying game

Kirayoshi is a typical infant, crying sometimes for hours on end. Once, when Keiko takes an extended trip to Bajor, Yoshi wakes every two hours, crying for her. Miles discovers that only when he holds his son does the crying stop. He thinks it is because Yoshi feels safe in his arms. Whatever the reason,

Miles gets very little sleep and very little work done while Keiko is gone. He finds that the only solution is putting Yoshi in the 'pit' in ops; surrounded by lighted circuitry, the steady hum of **optronic emitters**, and the vibration of **ODN** relays, the child falls instantly asleep. This solution is not, however, acceptable to **Captain Benjamin Sisko**. To Miles's surprise, Worf



succeeds in putting Yoshi to sleep merely by holding him.

Yoshi is often cared for by Worf and his wife **Lt. Jadzia Dax**. For some reason, the **Klingon** officer has a special bond with both O'Brien children, and is especially adept at comforting the crying Yoshi. The little boy particularly likes the Klingon's way of saying the phrase "**gung-gung-gung**."

The most shocking event in Molly's life occurs just when it appears the O'Brien family is to be reunited for good. She, her parents, and Yoshi enjoy a picnic on the **Class-M** planet of **Golana** to celebrate their reunion. Molly, accompanied by her favorite doll **Lupi**, tells her father that she wants to be an exobiologist when she grows up.

Wild child

The pleasant atmosphere is disrupted, however, when Molly accidentally falls through an ancient vortex that takes her 300 years into Golana's past. When her parents finally retrieve her, Molly has spent 10 years in this wild past with no human company. It takes a long

"Last time we went to Golana you were inside Mommy's tummy."

—Molly O'Brien to Kirayoshi O'Brien

WORRIED WORF

Hurried exit

Following his forced participation in the birth of Molly, Worf is less than pleased to learn of the impending birth of the O'Briens' second child. His first response to the news is "Now?", followed by a worried look around him.

Plans

Worf plans to be away from **DEEP SPACE NINE** when Keiko's second child is due.



Sleepy

Kirayoshi O'Brien happily falls asleep in Worf's arms.





Omnipotent Beings

Omnipotent beings – whether they be malevolent or not – are often feared by lesser species for the amazing powers that they possess, while others are worshipped as gods.

In their travels throughout the galaxy, **Starfleet** officers and **Federation** citizens have frequently come into contact with beings of a nature quite unlike that of the more common, corporeal life that teems on habitable planets. These life forms are often considered to be 'omnipotent' in the humanoid scale of things, sometimes possessing incredible inherent powers and talents that can shift and alter matter and energy, bend time and space, or even radically alter the very fabric of reality.

Diverse omnipotence

Some of these beings are gifted by nature or through their own self-enhancement, while others are the descendants of immensely long-lived civilizations that have grown beyond the need for physical form and instrumentality as we know it. There are entire races of these beings, such as the

Metrons, the shapeshifting **Douwd**, and the **Melkotians**. Other powerful life forms are singular in nature, such as the **Edo god of Rubicun III**, the last of a dying race, as in the case of the 'deity' **Apollo**, or small in number, like the **Prophets** and **Pah-wraiths** of the **Bajoran system**. With their great age and power, lesser life forms might hope that these omnipotent beings would have grown beyond the emotions and drives that rule corporeal species, or that they would consider us beneath their notice; however, this is not always the case.

Contact with omnipotent beings is often initiated by them, for reasons as capricious as boredom, or as an excuse to exercise their superiority. Most notorious of these life forms is the being known as **Q**, who hails from an extradimensional realm known as the **Q Continuum**. Possessed

of extraordinary gifts that seem almost godlike, Q and his brethren can manipulate spacetime with the power of thought. Q's race are characterized by arrogance and a conceited disdain for lower life forms such as humanity, and yet Q maintains a fascination with human beings that causes him to often return to interfere in their affairs.

Toying with humans

Q's careless dalliances with humans have caused problems for many Starfleet personnel, including the crews of the **U.S.S. Enterprise NCC-1701-D**, space station **Deep Space Nine**, and the **U.S.S. Voyager NCC-74656**. Indeed, it is his constant toying with humans that results in the premature contact between the Federation and the **Borg** at **System J-25**, while his involvement with the **Voyager** crew indirectly leads to a civil war within his own Continuum. **First contact** with the Q does not occur until 2364, although the Federation is made aware of similar omnipotent creatures nearly

Mischief makers

The powers of the Q Continuum appear to be virtually limitless.

OTHER CARDS IN THIS FILE...

- 2 THE INIMITABLE Q
- 3 THE TRAVELER
- 4 TRELANE
- 5 THE COMPANION
- 6 THE Q FEMALE

SEE OTHER FILES...

STAR TREK:
The Original Series.....File 68
STAR TREK: THE NEXT GENERATION.....File 69
STAR TREK:
DEEP SPACE NINE.....File 70
STAR TREK: VOYAGER.....File 71



100 years earlier, in 2267, when a landing party from the **U.S.S. Enterprise NCC-1701** encounters **Trelane**, the self-styled **Squire of Gothos**. A powerful and willful being, Trelane models himself and

his surroundings on that of a squire from Earth's 18th-century England. Unlike the Q, Trelane uses a technological device to enhance his powers, but he is eventually revealed to be an immature child of his species, chastized by his parents for cruelty to inferior life forms.

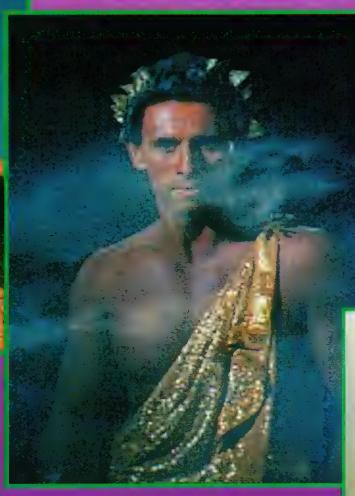
Observers have noted similarities between Q and Trelane, but no connection between the two beings, beyond their comparable natures, is apparent.

Fortunately, not all omnipotent life forms intend harm, or exhibit contempt for their corporeal neighbors. Noncorporeal beings have on occasion exhibited friendship, regard, and even close emotional attachment to humanoid



Advanced civilization

The Metrons are far more advanced than many other species. In 2267, they tell Captain Kirk that they may wish to contact the United Federation of Planets in "several thousand years."



MYSTERIOUS BEINGS

Fallen idol

Apollo wants the crew of the U.S.S. ENTERPRISE NCC-1701 to worship him.

Posing as human

Kevin Uxbridge hides his Douwd origins to live as a human, until his wife is killed in an attack.

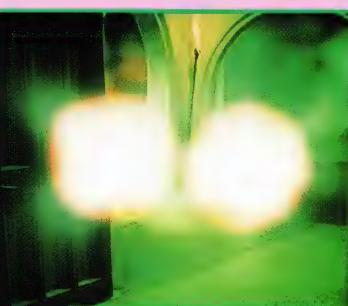


Omnipotent Beings



★ Childlike

The immense powers that are displayed by Squire Trelane initially hide the fact that, by the standards of other omnipotent beings, he is nothing more than a spoilt child.



★ Space race

The Organians appear to be a simple people with an agrarian culture, but they are in fact a highly advanced race of non-corporeal beings.



★ Space race

In 2364, the Traveler's amazing powers thrust the U.S.S. ENTERPRISE NCC-1701-D into a distant region of space where the laws of physics are radically different.

life. In 2117, a cloud-like energy life form known only as the **Companion** shows compassion and kindness toward the human male **Zefram Cochrane** by rescuing him from certain death, and then regenerating his body. The Companion's care for Cochrane might at first glance appear to resemble the keeping of a pet, but, in fact, the energy being develops a tender relationship with the human, providing for his every need on a planetoid in the **Gamma Canaris** region and extending his lifespan.

Benign intent

It is only in 2267, when Cochrane's loneliness begins to overwhelm him, that the Companion abducts a shuttlecraft from the *Enterprise* so that its crew might keep him company; however, the arrival of the *Enterprise* party soon serves to highlight the Companion's intent toward Cochrane, revealing that the energy being has fallen in love with the errant human pioneer.

Another close relationship between an omnipotent being and a human develops in 2364, when the alien known as the **Traveler**, a humanoid from the distant planet

Tau Alpha C, makes friends with the young genius **Wesley Crusher** during his visit to the *Enterprise* on **Stardate 41263**.

The Traveler's nature is not immediately apparent, but he appears to be a quasi-energy life form, capable of altering between corporeal and noncorporeal states and physically 'shifting' energy into other dimensional realms. The Traveler uses his abilities to enhance the performance of warp drive systems aboard Federation starships, and his talent allows him the opportunity to travel throughout the Galaxy in the guise of an engineering assistant, meeting new and interesting life forms.

Unlimited potential

The Traveler finds a kindred spirit in Wesley Crusher – a human with the capability to learn and evolve, to

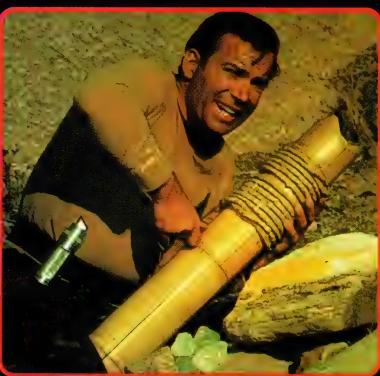
understand the very nature of the universe itself. It is perhaps this seed of greatness, possessed by all human beings, that so fascinates beings like Q, Trelane, and the other omnipotent beings of the universe. As the Traveler states, humans are capable of manifesting powers and abilities far beyond their natures, and this potential to grow to omnipotence ourselves is

even hinted at by the arrogant Q. If human beings can one day ascend to the same levels of ability that these life forms currently inhabit, then we must learn to grow and change, heed our 'elders', and expand beyond petty impulses and desires. One day it may be humans who have the power to change the stuff of the universe, and with that power comes great responsibility.

PLAYING GOD

Forced combat

The Metrons involve themselves in a dispute between the Federation and the Gorn in 2267, when they force Captain Kirk and a Gorn captain to fight to the death. Kirk surprises the Metrons by showing mercy to his opponent, proving that humanity possesses a higher moral sense than they expected.



Survival

Captain Kirk builds a rudimentary weapon to succeed in the Metron-created combat arena.

Close combat

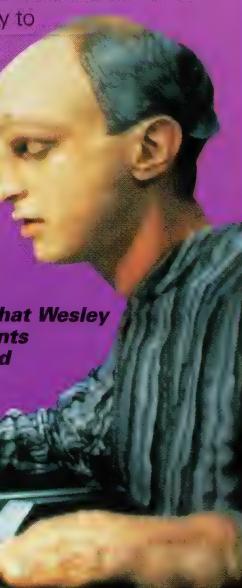
The Gorn captain has every intention of killing Captain Kirk, thus meeting the low expectations of the Metrons.

"I told you. You're dead. This is the afterlife. And I'm God."

— Q to Captain Picard

★ Future greatness

The Traveler believes that Wesley Crusher best represents mankind's untapped potential.



Tricorder: 2280's

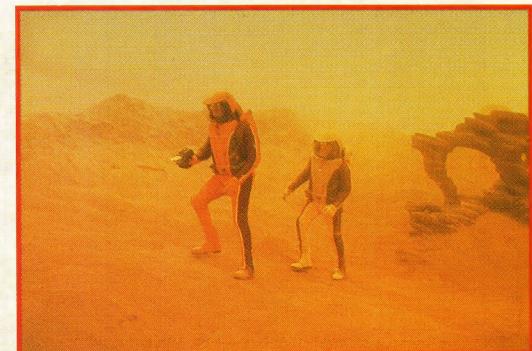
Part 1 The tricorder is perhaps the most important piece of equipment carried by Starfleet landing parties. By the 2280's, this scanning device has undergone a number of technological and design revisions, allowing it to scan further and with more detail than any previous version.

The Starfleet tricorder is an indispensable pieces of equipment available to all Starfleet personnel. The development of this standard-issue piece of equipment, which is widely used on and off Starfleet vessels, leads to continual modification and refinement of its operation and features. Many specifically designed units dedicated to particular areas of use have been developed over the years, but the strength of a standard tricorder lies in its adaptability. Its development has helped to ensure that many landing parties have been given the maximum amount of information and

protection during their missions, whether they are using the tricorder to record information, carry out scientific analysis, or locate a person or power source.

Distinctive design

Tricorder design can vary even in the same era of use. In 2285, there are at least two variations available, although the type issued to the crew of **U.S.S. Reliant NCC-1864** is of an unusual design compared to the more familiar unit issued to other Starfleet vessels at this time. Dispensing with the simple rectangular shape used by previous units, the Reliant-issue



▲ The Starfleet tricorder of 2285 can provide personnel with directions and awareness of geological formations in environments where visibility is low.

tricorder consists of a black pistol grip bonded to a polished metallic main sensing unit. The grip's handle is contoured and designed to be held with one hand; the area between the grip and forward handguard is wide enough to allow a gloved operative to use the unit with ease. The sloping upper and forward sections of the grip are directly connected to the sensor housing, which has a number of external conduits and connectors running around its upper section. The forward section of the sensing unit has a short triangular projection which houses six narrow cylindrical nozzles. This array carries out the primary sensor

TRICORDER 2285

1 **Sturdy** The Starfleet tricorder of 2285 has a tough, solidly constructed casing that ensures it will remain in operation even if dropped or subjected to intense environmental pressures.

2 **Functional** The upper section of the unit features raised conduits which transfer data from the sensor array to the display.

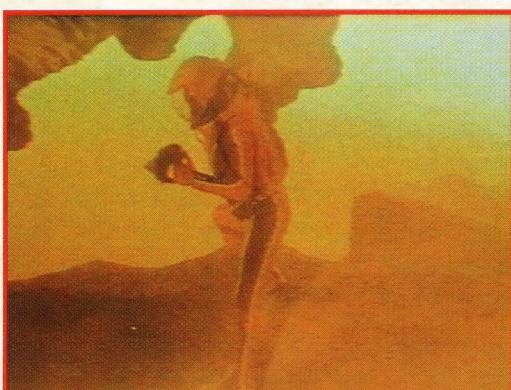
3 **Functional** The pronounced forward section of the tricorder contains sensor arrays that gather scientific data.

The tricorder is constructed out of a hard-wearing gray material.

2 **Functional** The tricorder is designed to be easy to carry and easy to operate. As such, a handle is provided on the lower section of the device, and the display screen is angled toward the operator.



Tricorder: 2280's



1 The data gathered by tricorders during a geological surveys provides a vast amount of information that can be interpreted by the vastly more powerful computers aboard a Federation starship in orbit overhead.

2 Hand-held Tricorders are an utterly indispensable tool when a landing party has to search for lost or injured personnel. The devices can locate organic life forms by differentiating them from their surroundings.



readings, although the tricorder can be adjusted to scan for many different phenomena or energy sources.

Tricorder operation

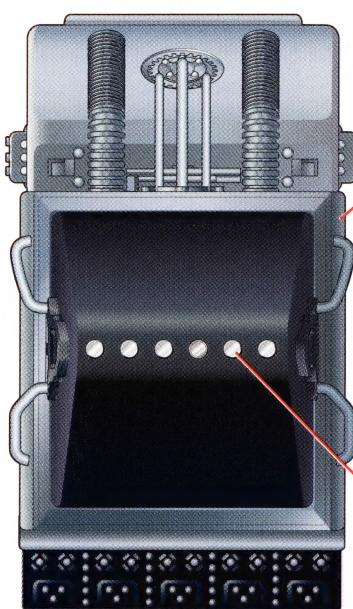
Held out in front of the user, the tricorder collects data on objects it is directed at, with readouts displayed on a small green rectangular screen set in the upper body of the unit. When the tricorder is carried, a long narrow strap is attached to its casing to allow the operative to release the unit without dropping it, although it is an extremely rugged design and engineered for use in a wide variety of conditions. Activation of the tricorder is indicated by a series of blue-white diodes which illuminate from left to right under the screen, along with similar diodes arranged on the flat horizontal snout of the tricorder. Under extremely harsh environmental conditions it may be difficult to view even the most carefully designed visual display, so

a series of audible warning indicators are also incorporated into this tricorder's display to further assist the operative. Scans for preanimate matter carried out on **Ceti Alpha VI** in 2285 are aided greatly by the intermittent electronic tone emitted by the tricorder, whose pitch gets higher and speed intensifies as the target gets closer.

Environmental disruption

In common with all scanners, the tricorder can be affected by environmental conditions which may render the unit inoperative or reduce its range. The *Reliant*-issue tricorder is robust and practical, although it looks relatively clumsy in comparison to the tricorders used, for example, on board the **U.S.S. Grissom NCC-638** at that time. Aesthetic considerations aside, the handheld unit works extremely well and proves consistently reliable, even in the most hostile conditions.

VERSATILE SCANNER



3 Design The tricorder of 2285 has a wholly different design to the vertically oriented units used by Starfleet throughout the 2260's and 2270's.

Viewed from the front, the tricorder appears to totally enclose the hand of the operator as they hold it by the grip at the rear of the unit.

Six forward sensors are located at the front of the tricorder unit, set into the dark pyramidal section.

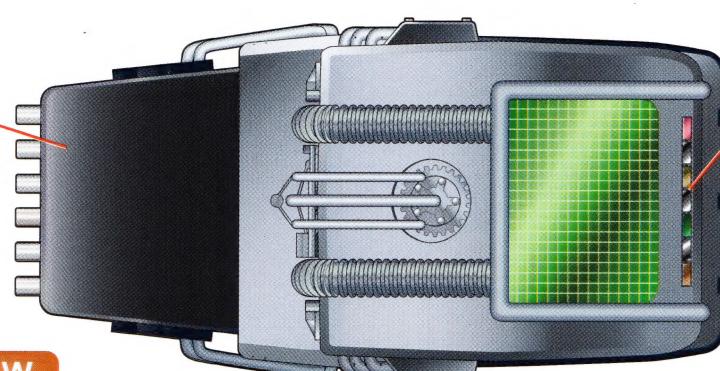
FRONT VIEW



The tricorder handle is constructed of a dark material, and is shaped to fit an operator's grip.

4 Guidance The tricorder can guide its operator by scanning ahead and warning of rough terrain, both on its display and through audio channels when visibility is diminished by environmental conditions.

The device extends much further forward than previous tricorders, and appears somewhat cumbersome in comparison.



A series of controls are located beneath the tricorder's small display unit.

TOP VIEW



FILE 70 STAR TREK: DEEP SPACE NINE

STAR TREK: Deep Space Nine

A-Z Episode Guide Part 7

'ROCKS AND SHOALS'

FILE 70 CARD 120



When **Captain Sisko**'s stolen **Jem'Hadar Attack Ship** crashlands on a desolate world, the **Starfleet** crew come face-to-face with a group of similarly stranded **Jem'Hadar** soldiers. Sisko is forced to strike a deal with the regiment's **Vorta**.



'RULES OF ACQUISITION'

FILE 70 CARD 25

'RULES OF ENGAGEMENT'

FILE 70 CARD 84



On station **Deep Space Nine**, **Lt. Commander Worf** is put on trial by the **Klingon Empire** for firing upon an unarmed **Klingon transport vessel** while in command of the **U.S.S. Defiant NX-74205**.



'THE SACRIFICE OF ANGELS'

FILE 70 CARD 124

'SANCTUARY'

FILE 70 CARD 28



The survivors of the **Skrreean** civilization travel through the **Bajoran wormhole** to **Deep Space Nine**. Relations sour, however, when the Skrreeans request that they be allowed to make their home on **Bajor** so soon after the end of the occupation.



'THE SEARCH', PART I

FILE 70 CARD 44



Benjamin Sisko returns to **Deep Space Nine** in a new type of **Starfleet** vessel, the **U.S.S. Defiant NX-74205**. The **Defiant** is taken into the **Gamma Quadrant** to search for the **Dominion**, but comes under attack by the **Jem'Hadar**.



'THE SEARCH', PART II

FILE 70 CARD 44



Having escaped the capture of the **U.S.S. Defiant NX-74205**, **Major Kira Nerys** watches as **Odo** bonds with his newly discovered people. They soon realize that the Changelings hold a dark secret – they are the **Founders** of the **Dominion**.



'THE SIEGE OF AR-558'

FILE 70 CARD 152

After delivering supplies to the besieged planetoid of **AR-558**, **Captain Sisko** elects to remain with the demoralized **Starfleet** officers who are protecting a captured **Dominion** communications relay station from advancing **Jem'Hadar** warriors.

'SECOND SIGHT'

FILE 70 CARD 27

Four years after the death of his wife, **Benjamin Sisko** falls in love with a mysterious woman. He soon learns that she is nothing more than a mental projection created by the troubled wife of **Professor Gideon Seyetik**.



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'SECOND SKIN'

FILE 70 CARD 47

Major Kira finds herself surgically altered to look like a **Cardassian**, part of an **Obsidian Order** plot to expose **Legate Ghemor** as a member of a dissident underground movement.

'SHADOWPLAY'

FILE 70 CARD 34



Jadzia Dax and **Odo** investigate the mysterious disappearance of villagers on a world in the **Gamma Quadrant**, only to discover that the missing people are all holograms.



'SHADOWS AND SYMBOLS'

FILE 70 CARD 146

Benjamin Sisko discovers the **Orb of the Emissary** buried on the planet **Tyree**, while **Colonel Kira** makes a stand against the **Romulans** stationing weapons on the **Bajoran** moon of **Derna**.

'SHAKAAR'

FILE 70 CARD 65



Major Kira Nerys becomes embroiled in a dispute over **soil reclaimators** which threatens to plunge **Bajor** into civil war.



'SHATTERED MIRROR'

FILE 70 CARD 86

The alternate **Jennifer Sisko** abducts **Jake** in an attempt to draw **Benjamin Sisko** into a **mirror universe** conflict.

'THE SHIP'

FILE 70 CARD 94



Captain Benjamin Sisko and his crew discover a crashed **Jem'Hadar Attack Ship**, and set about salvaging it.



'THE SIEGE'

FILE 70 CARD 21

Deep Space Nine is evacuated of **Federation** citizens as the influence of the **Circle** grows. **Benjamin Sisko** and his crew remain behind in order to expose **Cardassian** involvement.

'A SIMPLE INVESTIGATION'

FILE 70 CARD 109



Odo falls in love with a mysterious woman who appears to have links with the sinister **Orion Syndicate**.



'SOLDIERS OF THE EMPIRE'

FILE 70 CARD 113

Worf and **General Martok** come into conflict when they lead the demoralized crew of the **I.K.S. Rotarran** on a rescue mission.

'SONS AND DAUGHTERS'

FILE 70 CARD 121



Worf is surprised to find that his son, **Alexander Rozhenko**, has enlisted in the **Klingon** forces and been dispatched to the **I.K.S. Rotarran** – where he quickly gains a reputation as the ship's fool.



'SONS OF MOGH'

FILE 70 CARD 81

A drunken **Kurn** arrives at **Deep Space Nine**, having been dishonored in **Klingon** society. He demands that his brother, **Worf**, kill him in accordance with the **Mauk-to'Vor** ritual, but the surgical skills of **Dr. Julian Bashir** provide another solution to Kurn's terrible sense of shame.